A Good Scout.

Intro — Did you ever visit an old graveyard?
— "Where are all the dead people buried?
— What would you like to have written about you when you are gone?
"Here lies John Jones"
— Further particulars will be given at the Judgment Day."
I think I would be satisfied with this — "He was a good Scout."
"Saved"
"No quitter"
"No yellow streak within"
"To be relied on for a lift when needed."
Caleb the Scout.

I. Caleb had nerve. 1.
1. "Sure, we can beat them."
— the ten quitters —
2. Caleb had self-confidence, but not a barrow-ful of self-confidence & false self-confidence

3. Years later Caleb was chosen for one of the leaders.

"Somebody said that it couldn't be done
But he with a chuckle replied
That maybe it couldn't, but he
He wouldn't be one
Who would'nt say so till he tried.
So he buckled right in with a
trace of a grin
On his face. If he worried he
hid it.
He started to sing as he tackled
the thing
That couldn't be done - and
he did it."

II. Caleb could make up his own mind.

1. Yes to two in the minority.

2. Can you make up your mind?

3. Some people always go with the majority.
"I told you so!"

4- Jagging addresses

III. Caleb wasn't looking
for a soft snap.
1. His choice of land.
Some valley - some hills
No "Easy Street" for Caleb.

Conclusion - Important characteristics of a good Scout's Neighbor
faith
unbending rectitude
self-control
a brave, bold and religious bearing
Membership
Social service for the betterment
of his fellowmen.
"The daily good turn."

We have such unwritten laws coming down from past ages. In Japan, the Japanese have their Bushido or laws of the old Samurai warriors. During the Middle Ages, the chivalry and rules of the Knights of King Arthur, the Knights Templar and the Crusaders were in force. In aboriginal America, the Red Indians had their laws of honor: likewise the Zulus, Hindus, and the later European nations have their ancient codes.

The following laws which relate to the Boy Scouts of America are the latest and most up to date. These laws a boy promises to obey when he takes his scout oath.

1. A scout is trustworthy.

A scout's honor is to be trusted. If he were to violate his honor by telling a lie, or by cheating, or by not doing exactly a given task, when trusted on his honor, he may be directed to hand over his scout badge.

2. A scout is loyal.

He is loyal to all to whom loyalty is due: his scout leader, his home, and parents and country.

3. A scout is helpful.

He must be prepared at any time to save life, help injured persons, and share the home duties. He must *do at least one good turn to somebody every day.*

4. A scout is friendly.

He is a friend to all and a brother to every other scout.

5. A scout is courteous.

He is polite to all, especially to women, children, old people, and the weak and helpless. *He must not take pay for being helpful or courteous.*

6. A scout is kind.

He is a friend to animals. He will not kill nor hurt any living creature needlessly, but will strive to save and protect all harmless life.

7. A scout is obedient.

He obeys his parents, scout master, patrol leader, and all other duly constituted authorities.

8. A scout is cheerful.

He smiles whenever he can. His obedience to orders is prompt and cheery. He never shirks nor grumbles at hardships.

9. A scout is thrifty.

He does not wantonly destroy property. He works faithfully, wastes nothing, and makes the best use of his oppor-

tunities. He saves his money so that he may pay his own way, be generous to those in need, and helpful to worthy objects.

He may work for pay but must not receive tips for courtesies or good turns.

10. A scout is brave.

He has the courage to face danger in spite of fear and has to stand up for the right against the coaxings of friends or the jeers or threats of enemies, and defeat does not down him.

11. A scout is clean.

He keeps clean in body and thought, stands for clean speech, clean sport, clean habits, and travels with a clean crowd.

12. A scout is reverent.

He is reverent toward God. He is faithful in his religious duties and respects the convictions of others in matters of custom and religion.

The Three Classes of Scouts

There are three classes of scouts among the Boy Scouts of America, the tenderfoot, second-class scout, and first-class scout. Before a boy can become a tenderfoot he must qualify for same. A tenderfoot, therefore, is superior to the ordinary boy because of his training. To be a tenderfoot means to occupy the lowest grade in scouting. A tenderfoot on meeting certain requirements may become a second-class scout, and a second-class scout upon meeting another set of requirements may become a first-class scout. The first-class scout may then qualify for the various merit badges which are offered in another part of this chapter for proficiency in scouting. The requirements of the tenderfoot, second-class scout, and first-class scout, are as follows:

Tenderfoot

To become a scout a boy must be at least twelve years of age and must pass a test in the following:

Tenderfoot

1. Know the scout law, sign, salute, and significance of the badge.
2. Know the composition and history of the national flag and the customary forms of respect due to it.
3. Tie four out of the following knots: square or reef, sheet-bend, bowline, fisherman's, sheepshank, halter, clove hitch, timber hitch, or two half hitches.